INTRODUCTION

Congratulations
The roulette-system Challenge **2.1**
puts You **way** ahead of the average roulette Player
Beside even money bets, twelve number bets have always been
system players **favorites.**

The **roulette strategy** Challenge 2.1 fulfills the gain **expectations of** real players, which are searching for a practicable and at the same time gain active **system.**

The handling of the system is absolutely problem tree?

Conventional calculations of probability can t deal with twelve number bets. A relevant cause for this is, that the distribution of dozens and columns is very divergent on the roulette wheel, the numbers are scattered, without a usable regulative factor In addition a full *bet is* lost, when Zero or Double zero comes cut-
Therefore, with CHALLENGE 2 1 Cosmo-Research has developed an innovative approach to attack dozens and / or columns,

<u>Two strong components build this roulette strategy:</u>

1. The basic betting pattern ensures an optimal hit rate.
2. The progression ensures that stagnation phases can lie overcome.

By integration of these two components. Challenge 21 **achieves net gain percentages, which seemed to be** impossible **so far.**

This Explanation will familiarize you step by step with Challenge **2.1.**

A)
In section SYSTEM DESCRIPTION we describe in great detail
how to handle the record sheet,
the basic pattern of dozens or columns,
the progression,
win and toss limits and the stop / loss procedure.
There is **also a blank form to copy your** own record sheets {**both**

for dozens and columns).

B)
In section DEMONSTRATION you will find 2 complete sessions with spin by spin **explanation of the** system.

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The section BANKROLL covers money related advice and also the Zero-rule.

IMPORTANT:
We recommend, that you practice the system before you start with actual sessions in a casino *(the record sheet is designed to fit on paper half the size of a letter, **so** if folded in two it forms a small strip easy to* use}-

Challenge

2.1

Record

Sheet

Description

The record sheet for the Challenge 2.1 roulette strategy is designed to fit on paper the size of a letter. If you prefer you can print it on paper of legal size.

The sheet contains a header line with a box for the session date, 64 spin lines and 13 columns to enter all necessary numbers.

In the record sheet below we have omitted the header and the box for the session date,
Instead in the header tine the columns are numbered *for* a better understanding.

1 2 3 4 5 « 7 • 9 10 11 12 13											column 1 : spin number column *2:ZZ.*, enter Zero or Double Zero here column 3 : no., enter the come out number here
spin	ZZ	no.	1.0	2.d	3.d	dz.	c1	c2	units	gbal	tbal	

1												
2												
3												
4												
5												
6												
7												
8												
9												
10												
11												
12												
13												
14												
15												
16												
17												
18												
19												

column 4: l.d , mark a first dozen number here with an X
column 5 : 2.d , mark a second dozen number here with an X
column 6 : 3.d , mark a third dozen number here with an X
column 7: dz., enter her the dozen you want to bet on this spin
column 8: cl, progression Code 1 is entered here
column 9: c2, progression Code 2 is entered here
column 10: units, the number or units you want to bet on this spin
column 11: g , the result of that bet is entered here
column 12 : bal, the game balance is entered here
column 13 : teal, here the session balance is entered after completion of a game

»														
*														
«														
*														
62														
63														
64														

Challenge 2.1

Record Sheet

Description of a manual filled record sheet.

To highlight all demonstrations in the system description, we have color coded the dozen were we have placed a bet:

Green cells stand for won bets.
Red cells stand for lost bets.

To color the spaces is not feasible in a manual sheet when betting at a roulette table
in the form below, you can see that we simply circle the dozen of our next bet.

r	**Challenge 2.1**										
spin	**zz**	**no.**	**1.d**	**2.d**	**3.d**	**dz.**	**C1**	**C2**	**units**	**g bal**	**tbal**
1		**34**			**x**						

2		25			x						
3		11.	x								
4		18		x							
5		30			-	3	20	18	1	+2 +2	+2
6		2	-			1	20	18	1	+2 +2	+4
7		29		O	x	2	20	18	1	-1 -1	
8		15		-		2	21	18	1	+2 +1	+5
9		26			x						
10		4	x								
11		24		-		2 3	20	18	1	+2 +2	+7
12		36			- fl(/	3	20	18	1	+2 +2	+9
13		14	O	X		1	20	18	1	-1 -1	
14		31	O			1	20	18	1	-1 -2	+ 7
15											
U											

Challenge 2.1
Basic Betting
Pattern

Challenge 2.1 adapts to the spin run and designates a bet on a dozen or a column whenever a hit for this chance is most probable.
Following all demonstrations are executed on dozens, they apply equally also to columns. The attack signal for Challenge 2.1 Is the appearance of all three dozens in three consecutive spins'

This is our basic pattern to determine where to place our bets.

There are six possible appearances of this pattern;

1.

spin	ZZ	no.	l.d	2.6	3.d
1		10	X		
2		17		X	
3		26			X
4					

2.

spin	ZZ	no.	l.d	2.d	3.d
1		12	X		
2		25			X
3		14		X	
4					

3.

spin	ZZ	no.	l.d	2.d	3.d

1		16		X	
2		11	X		
3		32			X
4					

4.

spin	ZZ	no.	l.d	2.d	3.4
1		15		X	
2		27			X
3		9	X		
4					

5.

spin	ZZ	no.	l.d	2.d	3.d
1		33			X
2		13		X	
3		8	X		
4					

6.

spin	*ZZ*	no.	l.d	2.d	3.d
1		36			X

2		7	X		
3		18		X	
4					

<u>We bet always on the dozen that did *appear first in this sequence*</u>

To highlight all following demonstrations, we have color coded the chances were we have placed a bet:
Green cells stand for won bets*
Red cells stand for lost bets.

Example No. 1 : 1999-08-01

spin	ZZ	no.	l.d	2.d	3.d	dz.	Cl	C2	units	gbal		tbal
1		17		X								
2		10	X									
3		2	X									
4		20		X								
5		6	X									
6		29		•	Y							•
7		22				2	20	IS	1	+2	^	

With spins 4 (20, second dozen), 5 (6, first dozen) and 6 (29, third dozen)
We see all three dozens in three consecutive spins.
For the next sp(n we place our bet on the second dozen.
Spin 7 : No. 20 comes out, we win our bet.

Example No. 2 ; 1999-08-03

„„„ · ·„„„„„'„ ,„„„·„„ „„„„„„'„„„„„·												
spin	Z2	no.	l.d	2-d	3.d	dz.	cl	c2	units	gbal		tbal
1		16		X								
2		34			X							
3		16		X								
4		16		X								
S		36			X							
6		36			X							
7		17		X								
8		21		X								
9		35			X							
10		4	X									
11		16				2	20	18	1	+2		+2

Spins 8 (21, second dozen), 9 (35, third dozen) and 10 (4, first dozen); again we nave all three dozens in three consecutive spins.
For spin 11 we place our bet on the second dozen.
Spin 11: No. 16 comes out,we win our bet.

Example No. 3 : 1999-08-07

spin	22	no.	1.d	2.d	3.d	dz.	c1	c2	units	g bal		tbal
1		31			X							
2		25			X							
3		11	X									
4		18		X								
5		30			X	3	20	18	1	+2	+2	+2

Spins 2,3 and 4 bring up our basic pattern so for the next spin we place our bet on the third dozen.
Spin 5 : No. 30 comes out.we win our bet.
Example No. 4 : 1999-08-10

spin	22	no.	141	2.d	3.d	dz.	cl	c2	units	Sbrt		Tbal
1		34			X							
2		36			X							
3		7	X									
4		6	X									
5		8	X									
6		33			X							
7		22	X	X								+2
8		4				1	20	18	1	+2	,, +-'	

The spirs 5, 6 and 7 produce again our basic pattern (No's 8» 33 and 22, all three dozens in three consecutive spins).
We bet the first dozen on the next spin.
No. 4 comes out: we win our bet.

In the examples above we have always had a hit on our first bet. That. naturally will not happen evervtime.
if our first bet fails to hit. we bet again the same dozen on the next spin:

Example No. 5 : 1999-08-12

spin	Z2	no.	1.0	2.d	3.d	dz.	d	c2	units	9	bal	tbal
I		14		X								
2		10	X									
3		10	X									
4		14		X								
5	00	20		X								
6		34			X							
7		*20*		X								
8		16		X								
9		4	X									
10		13		X								

11		30		X							
12		22	Y		1	20	18	1	-1		
13		3			1	21	18	1	+2	+	+1

With spins 9, 10 and 11(No's 4,13 and 30) we find our pattern.
We have now to place a bet on the first dozen.Spin 12 comes up with No. 22. We lose our bet. On the next spin we bet again on the first dozen Spin 13 comes up with No. 3. We win our bet.

Example No. 6 : 1999-08-20

spin	zz	no.	1.d	2.d	3.d	dz.	c1	c2	units	g	bal	tbal
1	0	3	X									
2		31			X							
3		11	X									
4		20		X								
5		2	X			3	20	18	1	-1	-1	
6		6	X			3	21	18	1	-1	-2	
7		32			X	3	22	18	1	+2	0	

Again with No's 31, 11 and 20 (spins 2, 3 and 4) we see our basic pattern. We place our bet for spin five on the third dozen.No. 2 comes out on spin 5. We lose our bet. On spin 6 we bet again the third dozen. No. 6 comes out. We lose this bet also. We place a bet on the third dozen the third time. On spin 7 No. 32 comes out, We win this bet.

If a third bet In the betting sequence is lost we stop the game. Now we have to waft for our basic pattern downstream of the

Example No. 7 : 1999-08-23

spin	zz	no.	1.d	2.d	3.d	dz.	c1	c2	units	g bal		tbal
1		7	X									
2		31			X							
3		33			X							
4		13		X								
5		31			X							
6		23		X								
7		6	X									
8		24		X		3	20	18	1	-1	-1	
9		6	X			3	21	18	1	-1	-2	
10		20		X		3	22	18	1	-1	-3	
11		8	X									
12		4	X									
13		21		X								
14	0	14		X								
15		22		X								
16		11	X									
17		1	X									
18		16		X								
19		30			X							
20		10	X			1	23	18	1	+2	-1	
21		13		X		2	21	16	1	+2	+1	+1
22		35			X	3	20	18	1	+2	+2	+3
23		4	X			1	20	18	1	+2	+2	+5

In spins 5, **6 and 7 we see our** basic **pattern.**
Now we have to bet the third dozen.On spin 8 No. 24 comes out
We lose this bet Again we bet on the third dozen.Spin 9 is lost
also because No. 6 comes out.
We bet a third time on the third dozen and lose again due **to**
No. 20 on spin 10. We stop and continue to record the spins.

Spins 17,18 and 19 produce our basic pattern (No's 1,16
and 30).
For spin 20 we have to place a bet on the first dozen.
Spin 20 : No. 10, we win this bet.

We use this new pattern in spins 18, 19 and 20 (No's 16, 30 and 10)
to determine a new bet: we have to bet on the second dozen on spin 21.
Spin 21: No. 13, we win this bet too.

Now we use the pattern of spins 19, 20 and 21 (No's 30,10 and 13)
to determine a new bet on the third dozen on spin 22-
Spin **22 :** No. **35, we win this bet**

Spin 20, 21 and 22 form again our
basic pattern.
We have to bet on the first dozen on
spin 23.
Spin 23 : No. 4, we win this bet.
After the appearance of our basic pattern, we begin betting'
Whenever a first bet hits. a new basic pattern with the two previous spins.
is produced. We will use this pattern to determine a new bet and place that
bet on the very next spin !
Important: If a second or a third bet in a betting sequence hits. we have to
wait for a new basic pattern downstream of the hit-The spin of the last won bet
may be part of this new pattern

Example 09-29-1999: spins 21. 22 and 23 form the new pattern 'They are downstream
from the last lost bet. We cannot use spins *19.* 20 and 21 *or* Spins -20. 2l and 22!

17		16		X		
18		8	X			
19		31			X	
20		3	X			2
21		19		X		2
22		30			X	
23		8	X			
24		24		X		

Example 10-04-1999: spins 11. 12 and 13 form the *new* pattern They are downstream from the last lost bet. We cannot use spins *9.*10 and 11!

6		5	X			
7		16		X		
8		36			X	
9		21		X		1
10		34			X	1
11		11	X			1
12	0	29			X	
13		14		X		
14		9	X			1

3. After three lost bets, we stop betting and wait for a new basic pattern downstream of

the last lost bet, before we continue with our game!
Example 1999-08-10 : obviously spins 37.38 and 39 form our basic pattern.
however we can not use these spins because, only spins 39 is downstream from the last lost bet!

32		34			X	
33		4	X			
34		16		X		
35		35			X	3
36		36			X	1
37		14		X		1
38		32			X	1
39		3	X			
40		24		X		
41		26			X	
42		34			X	1
43		14		X		1
44		5	X			1

It s as simple as that'.

In the next section we will introduce you to our progression,

Challenge 2.1

The Progression

Systems which use equal size bets generally contain long lasting stagnation phases, which make a strategic play uneconomic. expenditure of time and yield are in no profitable relation to each other.

As alternative many systems offer a variety of progressions.

However, all progressions nave the disadvantage that with increasing bet sizes the Zero-tax gradually grows also, until it is impossible for the progression to regain the amount lost to Zero or Doublezero 1

Based on this realization Cosmo-Research has constructed a progression. from now on called ..DIVISION", which **goes** a new, intelligent way.

The starting point of DIVISION is. that with a large probability within a limited spin sequence there will be a certain number of hits.

When these hits will come is unpredictable, but that **the** hits will come is probabilistically provable,

DIVISION uses 2 Code numbers, put into relation to each **other.** From **their variable** relation the bet size **is** determined.

This type of bet size determination can be used profitably on even money and on twelve number bets.

Now we are going to demonstrate how DIVISION works on even money bets.assuming that the system ,X" will hit five times within a specific sequence **of** consecutive roulette **spins.**

Gain target is 5 units:

	win/loss	Codel	Code 2	division	result	bet	balance
betl	loss	5	5	5/5	1	-1	-1
bet 2	loss	6	5	6/5	1	-1	-2
bet 3	loss	7	5	7/5	1	-1	-3
bet 4	win	8	5	8/5	2	+2	-1
bet 5	win	6	4	6/4	2	+2	+1
bet 6	loss	4	3	4/3	1	-1	0
bet 7	win	5	3	5/3	2	+2	+2
bet 8	loss	3	2	2/3	2	-2	0
bet 9	win	5	2	*612*	3	+3	+3
bet 10	win	2	1	2/1	2	+2	+5

Although plus and minus are even, we have 5 hits and 5 failed hits.

DIVISION results with a 5 unit gain

How is this gain achieved?

The Code numbers of 5 were set against each other. Code 1 can be set variable, it orients itself at the increase of bet sizes, up to which you are willing to go The higher the **Code** 1, the more **steeply the bet size** is increasing.
Code 2 corresponds to the number of hits. which you expect.
The two Code numbers are divided by each other. Results smaller man i are rounded up to 1 unit. Results of the division greater than 1 -4 are rounded up to 2 units, results between 2 and 2 4 are rounded down to 2, from 2-5 rounded up to 3 and so forth.

Code 1 is increased after a loss by the number of the lost units. It is reduced after a hit bv deduction of the amount of won units.
Code 2 remains unchanged after a loss and is reduced after a hit by 1 pay out ratio of even money bets).

A further demonstration of DIVISION with the expectation of a 10 unit gain after 10 hits follows:

	win/toss	Code l	Code 2	division	result	bet	balance
betl	loss	10	10	10/10	1	-1	-1
bet 2	loss	11	10	11/10	1	-1	-2
bet 3	loss	12	10	12/10	1	-1	-3
bet4	win	13	10	13/10	1	+1	-2
bet5	win	12	9	12/9	1	+1	-1
bet6	loss	11	8	11/8	1	-1	-2
bet 7	loss	12	8	12/8	2	-2	-4

bet8	**win**	**14**	**8**	**14/8**	**2**	**+2**	**-2**
bet9	**win**	**12**	**7**	**12/7**	**2**	**+2**	**0**
bet 10	**win**	**10**	**6**	**10/6**	**2**	**+2**	**+2**
bet 11	**loss**	**8**	**5**	**8/5**	**2**	**-2**	**0**
bet 12	**win**	**10**	**5**	**10/5**	**2**	**+2**	**+2**
bet 13	**loss**	**8**	**4**	**8/4**	**2**	**-2**	**0**
bet 14	**win**	**10**	**4**	**10/4**	**3**	**+3**	**+3**
bet 15	**loss**	**7**	**3**	**7/3**	**2**	**-2**	**+1**
bet 16	**loss**	**9**	**3**	**9/3**	**3**	**-3**	**-2**
bet 17	**win**	**12**	**3**	**12/3**	**4**	**•»-4**	**+2**
bet 18	**loss**	**8**	**2**	**8/2**	**4**	**-4**	**-2**
bet 19	**win**	**12**	**2**	**12/2**	**6**	**+6**	**+4**
bet 20	**win**	**6**	**1**	**6/1**	**6**	**+6**	**+10**

This demonstration too proves the basic operability of DIVISION:
with 10 hits and 10 lost bets after 20 placed bets we see again a 10 unit gain

In order to keep bet sizes within a defensive limit we recommend two reductions

1. An attack should be aborted if a positive balance is achieved. During the 2. demonstration that would be after the 10. placed bet. In Chat case, the attack ends with a 2 unit gain. A new attack can be started immediately, which begins again with Code 1 as 10 and Code 2 as 10.

2. An attack should be aborted likewise, when **Code 2** falls below 3.

even when the total balance is stilt negative.

Both measures will keep the table bankroll in a reasonable limit and will reduce the imponderability of the Zero-tax substantially.

In order to fully use the elasticity **of a** specific roulette **strategy Code 2 should not amount** to **under 10. A higher base value** is **quite** possible, **however not over 20,** since then **an attack can drag on** for a long **time.**
Code 1 can be defined variable, it should for the start amount to half the value of Code 2. Thus with Code 2 beeng 20, Code 1 would be at least 10
That would be a very restrictive play with low starting bet sizes, particularlv important if the **probability** of **hits** is **rather small,**
Offensive betting is possible, if the probability of a future hit **accumulation** exists, for example after a lost session. In this case the Code 1 can be fixed on 28,Code 2 on 20.

An ideal relation for the beginning are identical **Code** numbers, **for example 20 / 20.**

With each starting relation of Code numbers **an** extremely variable play with outstanding gain perspectives is possible!
After introducing you with (.division" for even money bets,
we will now demonstrate the use of DIVISION with twelve number bets

Due to the pay out ratio of 2:1 on twelve number bets, DIVISION is ideally suited for this kind of systems!

We start with Code 1 as 20 and Code 2 as 18, 18 corresponds to an adequate score you can expect 9 hits with a 2 unit gain = total gain 18 units!

Once again we demonstrate the determination of bet sizes:

The two Code numbers are divided against each other (20 :18).
Results less 1 will be rounded up to 1. Results of the division starting from 1.5 are rounded up to 2 units, results between 2 and 2.4 are rounded down to 2, from 2.5
rounded up to 3 and so forth-

Code 1 is increased after a loss bv the number of the lost units, it is reduced after a hit by deduction of the amount of won units.
Code 2 remains unchanged after a toss and Is reduced after* hit by 2 (pav out ratio of twelve number bets).

	win/loss	code 1	code 2	division	result	bet	balance
Bet 1	loss	20	18	20/18	1	.1	-1
bet 2	loss	21	18	21/18	1	-1	-2
bet 3	loss	22	18	22/18	1	-1	,3
bet4	win	23	18	23/18	1	+2	-1
bet 5	loss	21	16	21/16	1	-1	-2
bet 6	loss	22	16	22/16	1	-1	-3
bet 7	loss	23	16	23/16	1	-1	-4
bet8	win	24	16	24/16	2	+4	0
bet 9	loss	20	14	20/14	1	-1	-1
bet 10	loss	21	14	21/14	2	-2	-3
bet 11	loss	23	14	23/14	2	-2	-5
bet 12	win	25	14	25/14	2	+4	-1
bet 13	win	21	12	21/12	2	+4	+3

After 13 placed bets (with 18 units wagered) and only 4 hits, DIVISION achieves a 3 unit gain! The attack is terminated.
New attack with Codes 20 : 18.

In the next section we will demonstrate the integration of the basic betting pattern with ,,DIVISION".

Challenge 2.1

Inteqration

In the example below we show, how the basic pattern is combined with the progression " division ".
After three lost bets in sequence we stop the attack, until the basic pattern appears again. An attad[1]
is terminated whenever an effective positive result Is achieved (this is marked with the letter S).
Immediately we start a new attack with the code numbers 20 against 18.

1999-OB-01

spin	ZZ	no.	1.d	2.d	3.d	dz.	c1	c2	units	g	bal	tbal
1		17		X								
2		10	X									
3		26			X							
4		20		X								
5		6	X									
6		29			X							
7		22		X		2	20	18	1	+2	+2	+2 S
8		8	X			1	20	8	1	+2	+2	+4 S
9		22		X		3	20	18	1	-1	-1	
10		22		X		3	21	18	1	-1	-2	
11		3	X			3	22	18	1	-1	-3	

In section DEMONSTRATION you will find two sessions with spin by spin explanations.

Challenge

2.1

Win / Loss

Limits

For succesful systematical betting with the roulette strategy Challenge 2.1 it is essential that you keep strictly to all listed limits!

The 31 sessions played in August 1999 cover all limits. Every record sheet
of these sessions contains an explanation of the limits used.

1. **Game attack gain target** :
   minimum 1 unit, IF the first bet of a game is a hit you win 2 units (see session 1999-08-01) Sometimes when a game begins with a couple of losses and the progression gets active a game may even end with a 3 or 4 unit gain (see session 1999-08-06 and 1999-08-08)

2. Game length time
   45 Ideal spins. (Ideal spins do not count the spins for Zero or Double Zero)

3. Game Loss Limit
   Minus 13 Units (see Session 1999-10-21)

4. Session Gain Target
   5 Units in 45 ideal spins recommended 3 games/attacks

5. Session Stop Limits
   if after 45 Ideal spins a session and a previous positive session balance your last game is still negative, this last game and the session as well are terminated.
   (A) once the balance of you last game reaches a positive value (see session 1999-08-02)
   (B) The game limit of 45 Spins is reached (see Session 1999-08-05)

maximum session length 64 spins

Challenge 2.1

Stop-Loss

Procedure

Approximately 50 % of the time you will reach the session goal of a 5 unit

gain in less than 45 spins.

To maximize the profit, we recommend the following procedure:

Of your 5 unit gain you can use 2 units for further attacks. If the 2 units are lost,
you stop this new attack and keep the 3 units.

After a gain of 6,*7,* 8 or 9 units you do exactly the same: after the loss of 2 units you terminate the attack.

After a gain of 10 units you terminate the attack after a loss of 3 units with plus 7. After a gain of 11,12,13 Other 14 units you lose max. 4 units-Then the attack is terminated.

If your total gain is more than 14 units, your maximum loss is restricted to 5 units.
y

With this Stop-Loss Procedure you can ride winning streaks and avoid losing streaks,

The table below shows the limits again:

Gain	Stop
+5	+3
+6	+4
-7	+5
+8	+6
+9	+7

+10	+7
+11	+7
+12	+8
+13	+9
+14	+10
+15	+10

This Stop / Loss Procedure was used during the 31 sessions played in August 1999. Every record sheet contains an explanation of the used stop limit.

	Date:

ss.	**22**	**no.**	**l.d**	**2.d**	**3.d**	**dz.**	**cl**	**c2**	**units**	**g bal**		**thai**
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